Mutant Vigilantes

The 80's cartoon RPG of human/animal mutants fighting alien robot ninja crime.

by Brian Ashford

Roll 1d6 on each table to generate your mutant.

Origin

- 1 Traveller in time, space or dimensions (High-tech gadgets or Magic or Dinosaur)
- 2,3 Genetic experimentation (Great physique or Superior Intelligence)
- 4,5,6 Accidental biohazard/radiation exposure (two Powers)

Animal Type

- 1,2 Mammal (one Power or two Powers & one Negative)
- 3 Insect (Tough & Extra Limbs or Small & Flight & one Negative)
- 4 Bird (Flight)
- 5 Reptile (Tough, one Power, one Negative)
- 6 Humanoid (Psychic)

Training

- 1 None/Wild (Survival or Hide, Brawl, Athletics)
- 2 Adoptive Family (Drive, Negotiate, General Knowledge or Mechanic)
- 3,4 Private Company (Security or Science, Computers, Drive)
- 5 Military (Surveillance or Demolitions, Firearms, First Aid)
- 6 Covert (Martial Arts, Stealth, Lore or Surveillance)

Powers,

Claws, Senses, Sprint, Small, Big, Fur, Horns, Leaping, Glide, Tough

Negative Mutations

Quadruped, Poor Hands, Poor Speech, Ugly, Carnivore, Poor Vision,

Conflicts

Each player rolls two d6s plus d6 per relevant Power or Skill, minus d6 per Negative. Level of success is the number of dice which rolled higher than opponent's highest dice.

- 1 success: 1d6 advantage next round.
- 2 successes: Loser receives temporary Negative (Damaged/Tired/Confused etc).
- 3 successes: Win conflict.